BATTLEFRONT GAME SYSTEM

IBM® Version Reference Card

System Requirements. This program requires an IBM PC/XT/AT or PS/2, a Tandy or other IBM compatible computer, with 256K of memory. The program supports the following graphics cards - EGA, CGA, MCGA, VGA and uses the 16 color version of Tandy CGA. The program disk does not include DOS and requires IBM/MS-DOS Version 2.1 or higher to run.

Backup and Hard Disk Install. The program disk is not copy protected. Floppy disk users should use the standard DOS commands to copy the master disk before use. Do not use the original disk for game playing.

Hard Disk users should create a directory on their hard disk and copy all of the files from the master disk to the hard disk. All program files must be in the same directory to run. The path to this directory should not be longer than 26 characters.

Startup

Each program in the ***Battlefront Game System*** is given a three letter program name. These names are as follows - Halls of Montezuma = HOM, Rommel = ROM, MacArthur's War = MCW, Battles in Normandy = BIN, Battlefront = BFT.

Boot your computer with DOS. Floppy disk users should insert their copy of the program disk in drive A: and type the appropriate three letter program name followed by (RETURN). Hard Disk users should change to the directory containing the program files and type the program name followed by (RETURN).

Setup

The Setup menu allows you access to all the user options in the game. Since this is just another game menu, you can change it any time during the game. Choosing <EDIT> allows you to edit these options. <SAVE> will save your choices to disk in a special file. <LOAD> will load the current options from that file if it exists. The <PATH> command is explained below.

Video. The settings are CGA, EGA, TANDY, VGA, MCGA. Choose the option appropriate to your machine.

Sound. This toggles the sound effects in the game to 'on' or 'off'.

Auto-Save. Setting this option to 'on' will automatically save the game as soon as <RUN 5> is selected. Only one file is maintained and it is overwritten each turn keeping the last turn always available. This file can be loaded using the <LOAD AUTO> command in the Save Game Utility.

Path. This option sets the DOS path for all DOS operations like loading and saving files. It is restricted to 26 characters in length. When specifying drive names for floppy disks you must include the colon (:) as part of the path, e.g. the A drive 9 games.

The arrow keys will move the highlight bar up and down the window. The PgUp and PgDn keys will move the bar 10 spaces while the Begin/Home and End keys will move the bar to the top or bottom of the catalog. Slots with no current save game are marked 'free'. A game may be saved over an existing save game and will simply replace it.

Scenarios are accessed through the same window. Scenarios can be loaded but can only be saved as save games to protect the original files. You may have up to 50 Scenario files on a disk or directory, regardless of the number of Save Games present.
The <LOAD AUTO> command will load the auto save game file if it exists.

DOS Details. In the real world of DOS, save game files are maintained with the name BF_nnn.BFG where nnn is a number between 001 and 050. Scenario files have the scenario name followed by a .BFS suffix. You can use normal DOS commands to delete or copy these files if necessary, but since you save over existing files it should not be necessary to use DOS often.

Video Trouble Shooting. The program makes its best guess at your computer's video mode and should run. You can alter the video setting in the setup menu. In the unlikely event that the program gets it wrong you can use a command line switch to force the program into the appropriate video mode. This takes the form (program name)(space)(N)(RETURN) where N is a single character C = CGA, E = EGA, T = Tandy, M = MCGA and V = VGA. If you start the program this way you should save the video information in the setup file.

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BATTLEFRONT GAME SYSTEM

START MENU
IBM Version

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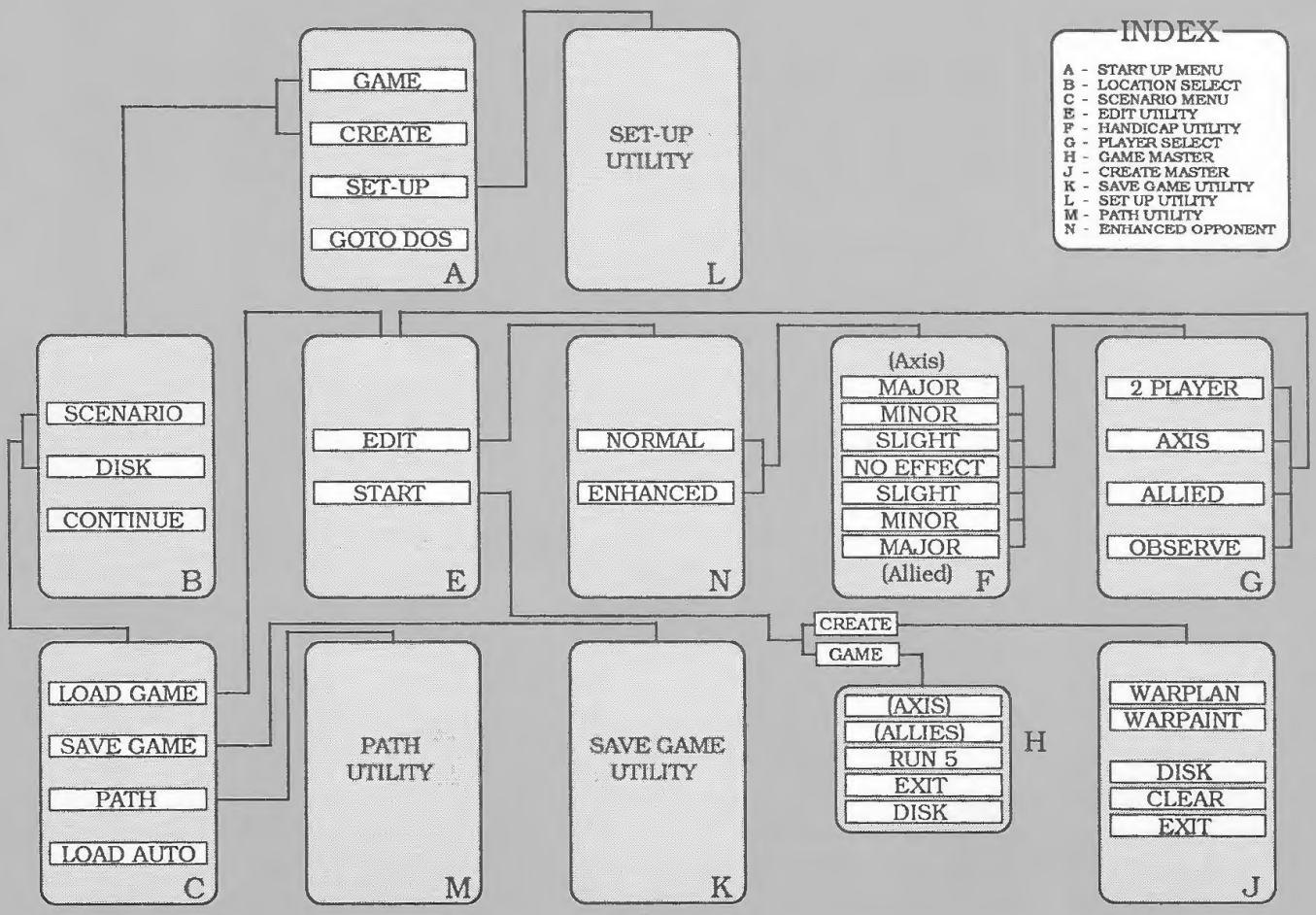
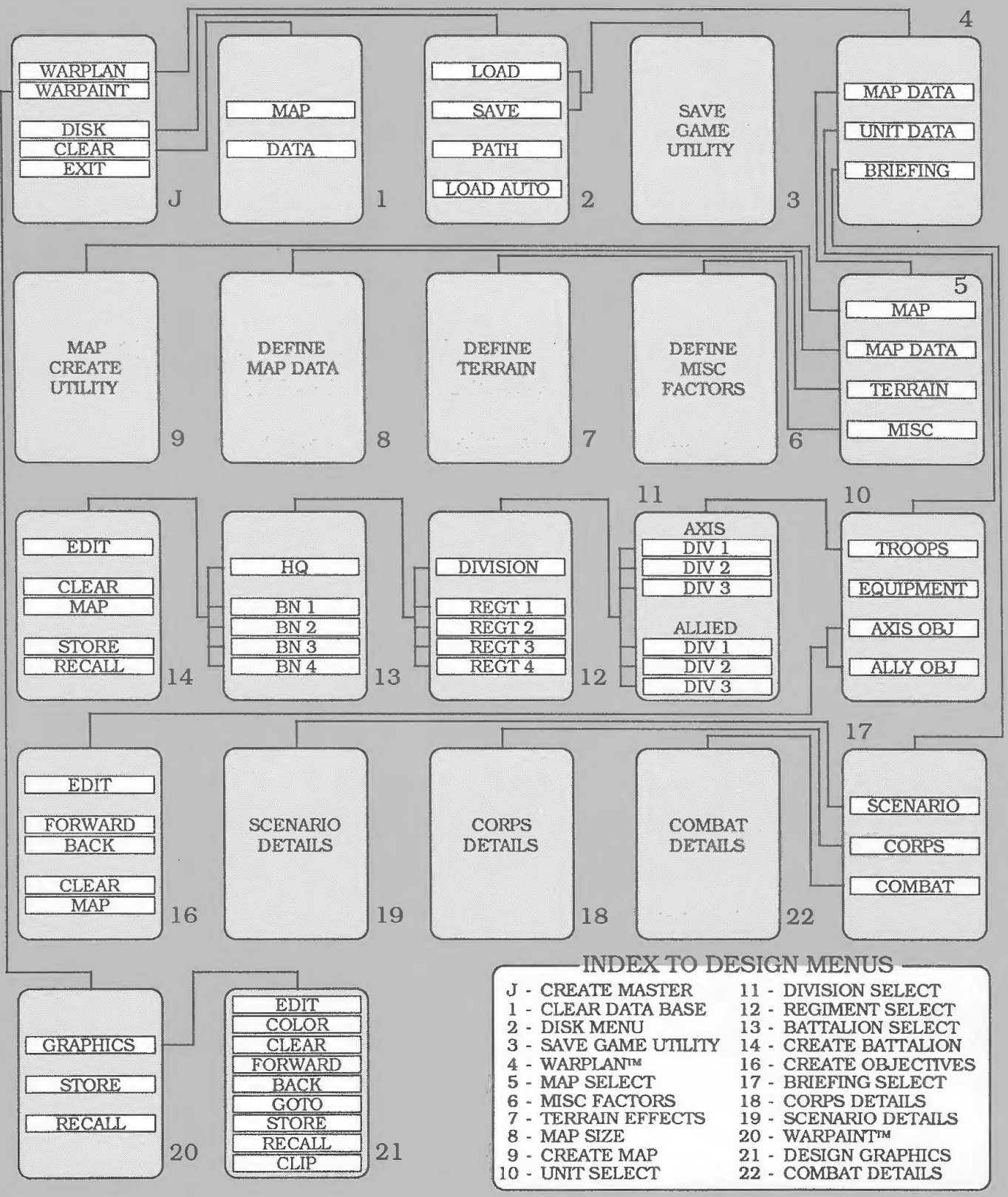


BATTLEFRONT GAME SYSTEM

DESIGN MENUS
IBM Version



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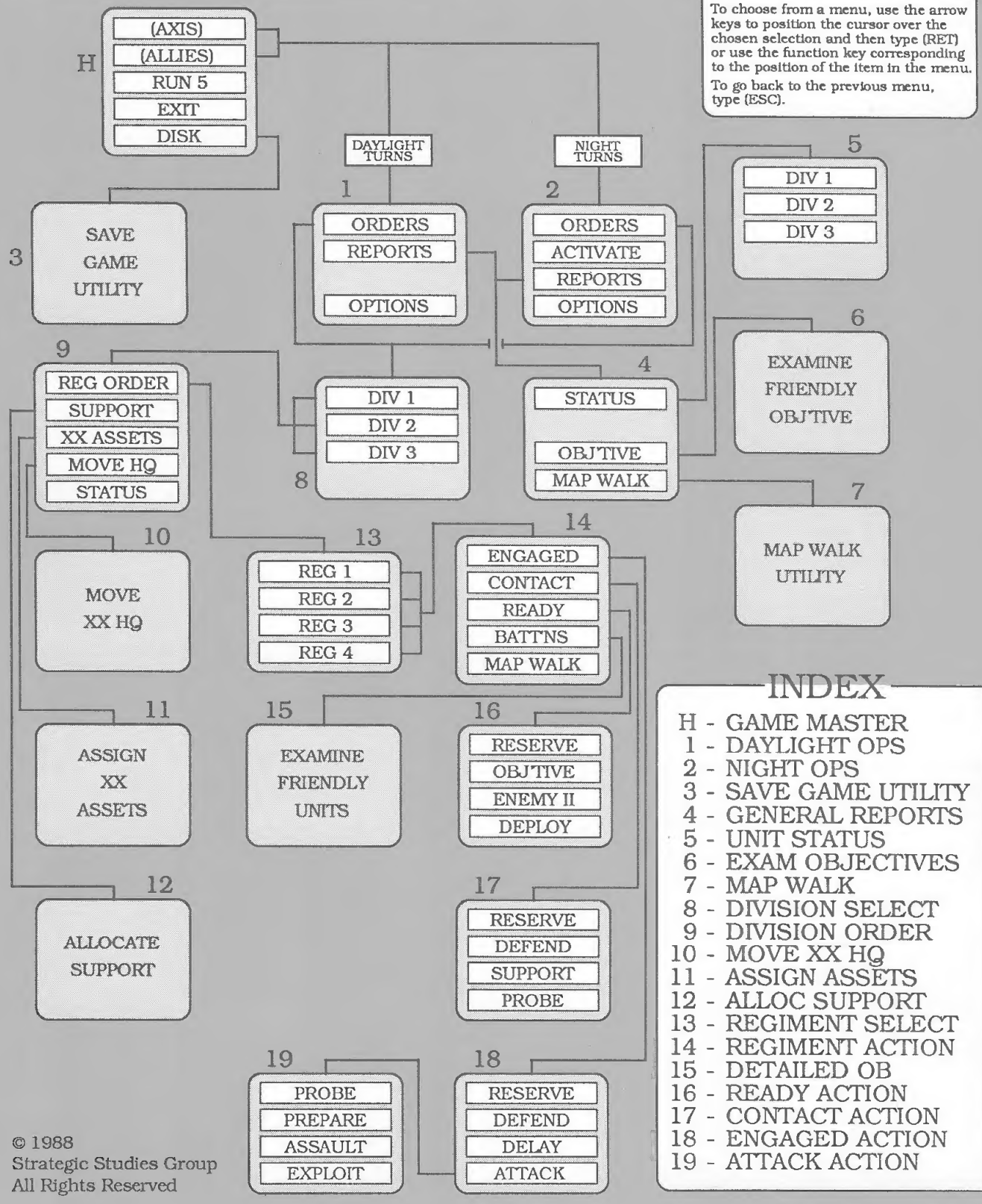
GAME MENUS
IBM Version

KEY SUMMARY

To choose from a menu, use the arrow keys to position the cursor over the chosen selection and then type (RET) or use the function key corresponding to the position of the item in the menu.

To go back to the previous menu, type (ESC).



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